



INSTRUCTION MANUAL

BASIC CONTROLS

Story

Move Prinny clockwise to another character

Select content

Move camera

Move Prinny counter-clockwise to another character

Turn pages, confirm

Main Menu, Mind Control

Turn pages, confirm

Cancel

Shortcut key 1
(Auto Play by default)

Shortcut key 2
(Save by default)



Time Table

Select character
to see actions

Move cursor

Not used

Move Prinny
counter-clockwise
to another character

Display button
descriptions

Move cursor to
beginning of loop

Go to last save point
(restart scenario)

End Time Table

Not used

Not used



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PROLOGUE

Humans who have amassed a great deal of sin during their lives must work as Pinnies in the afterlife to be absolved of their misdeeds.

Such is the law of this universe. It was invented by someone totally awesome.

This is the tale of one such Pinny, who works 20 hours a day for but a mere can of sardines, even during weekends... and no benefits.

Oh, yeah. The Pinnies are below.



Pinnies

Servants at the Overlord's Castle. They're worked to the bone by their masters, but due to their laid-back attitude, they keep a fair relationship with their masters.

CHARACTERS

TickTock

A pocketwatch with the mysterious ability to manipulate time. It speaks in a cutesy, girly voice. It's almost programmed to speak in a narrative style.



Prinny (Well, this game's MAIN Prinny)

One of the servants at the Overlord's Castle. Fortunately, or unfortunately, he was chosen to become the main character of this particular story.



**Laharl**

After overcoming various obstacles and suffering, he became an Overlord... but he's still just as selfish and egotistical.

**Etna**

Overlord Laharl's vassal, equipped with a tongue as sharp as her spear. She has a deep respect for the former Overlord and wishes for Laharl to become like that person as soon as possible.

**Flonne**

A Love慕恋 and a Fallen Angel. She's donned her old angel outfit for valid reasons, more or less. She's a straight-laced goody-two-shoes. She greatly enjoys heroic, manly stories and dramatic situations.

Jennifer

A beautiful genius acting as Gordon's supportive sidekick. She enjoys her current life in the Netherworld. Jennifer is also a Kung-Fu master and has much stronger powers than Gordon.

**Thursday**

An all-purpose, invincible robot built by Jennifer when she was five years old. It comes loaded with various functions, not all of which are useful, like a lie detector and a self-destruct mechanism.

Gordon

Now Overlord Laharl's vassal, formerly the Defender of Earth. He's a stereotypical American Hero, filled with patriotism and ideals. He has more "personality" than Laharl.



Mao

The No. 1 Honor Roll Student with a 1.8 Million EQ. He is wandering around Laharl's castle with some questionable motives.

**Rasberry**

Everybody's favorite little delinquent badass. She is Mao's childhood frenemy. She is visiting Laharl's castle to do some volunteer work for one of her classes.



STARTING THE GAME

At the title screen, select “New” to play from the beginning, or select “Continue” to load a saved game.

Settings can be adjusted in the Option menu. Music, CGs, the Database, and Characters can be browsed through the Extra menu. Content will be added as you progress through the game.



SAVING AND LOADING

Press the  button to open the Main Menu and select Save to save your current progress.

In the Saved Play Data list, you can create new save data or overwrite existing data.

To create new save data, you must have at least 256KB of free memory space.

To create new play data when system data already exists, you must have at least 128KB of free memory space.

To load save data and continue from where you left off, select Continue from the Title Screen or Load from the Main Menu. Select data from the list of Play Data. Once selected, you can continue the game from where you left off.

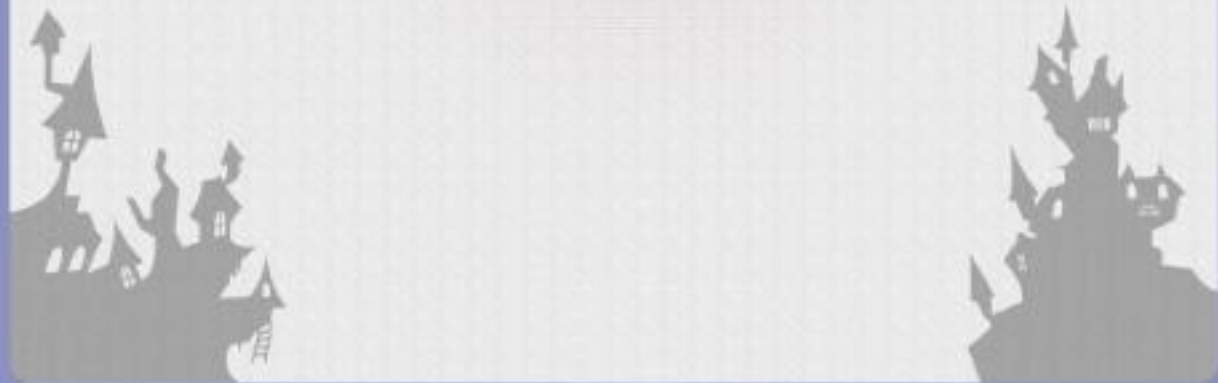


On System Data

System data will be automatically loaded when the game starts. System data will also be saved or loaded whenever you save/load game data.

Option settings, text progression, the Database, Music data, CG data, and Character data are all included in the system data.

*To save data, use a Memory Stick Duo™ or Memory Stick PRO Duo™. You will need at least a total of 256KB free memory space in order to save play and system data.



 MENU Main Menu 

Save	Save your current progress.
Load	Continue the game from where you left off.
Time Table	View the actions of each character in the story.
Prinny Diary	View info that Prinny gathers during the game.
Database	View each Database entry you obtain.
Option	Change settings.
Return to Title	Stop the game and return to the Title Screen.



Sub Menu



Back Log	Review text that was already displayed.
Auto Play	Advance dialogue automatically. It turns off automatically when unread text or Mind Control prompts display.
Skip Event	Skip the current event and begin the next event.
Auto Skip	Speed through text. It will turn off automatically when unread text or Mind Control prompts display.

Option

● Sound

Adjust BGM, Voice, and Sound Effect volume.

● Text

Text display speed settings.

● Skip

Set whether or not you want to skip even any unread text.

● Shortcut Key

Change the shortcut key functions of the START and SELECT button.



Shortcut

The START and SELECT buttons are shortcut buttons.

You can assign functions found in the Main Menu or Sub Menu to these buttons in the Option menu under Shortcut Key.

• Functions for the Shortcut Buttons

- Auto Skip
- Event Skip
- Auto Play
- Back Log
- Save
- Load
- View Time Table
- View Prinny Diary
- View Database
- Option Settings





GAME FLOW



Ghost Prinny is able to Possess characters to move around the castle and listen in on conversations.

Once a conversation or monologue is over, time will pass (if nothings happens during a certain time frame, it will continue to the next time frame).

You can also Mind Control the Possessed character. The story will change based on what you make the character say.



Flow of the day



Your goal is to prevent the assassination.

*If the assassination is not prevented, you will go back to the last time your soul was saved (pre-loop), but the information gathered will remain.

*After the initial loop, the Possess and Mind Control system will be available when you activate a certain event.

① The Soul's Last Save Point

② Event

③ Possess

④ Mind Control

(Go back to the beginning if Laharl is assassinated.)



POSSESS SYSTEM

You can Possess different characters when more than one character is present in a scene. You can watch the events of whatever character you have Possessed. Seeing which character has the key to solving the problem and Possessing them is the first step in preventing the tragedy.



The best time to change your Possessed target is during a conversation.



Information gathered and the people met are different depending on who you decide to follow.

MIND CONTROL SYSTEM

With Mind Control, you can affect the thought process of a Possessed character and change their actions.

When you can actually use Mind Control is limited, so try not to miss your chance!

During Mind Control, multiple options will appear.

Make a selection before time is up.

Depending on the option chosen, the story and action will change.





TIME TABLE



A diagram of each characters' actions. The vertical axis represents place and the horizontal axis represents time.

The character events are shown with icons and they are connected with lines. Only events seen are displayed.

To follow a specific character, it is important to note the time in which you can Possess them by using the Time Table as a reference.

The Time Table will change based on the results of Mind Control.





PRINNY DIARY



Information gathered by Ghost Prinny in order to stop the assassination.
It will help strategize your decisions during gameplay.



DATABASE

A collection of over one-hundred common sense(?) terms about the Netherworld. You will see a pop-up during the story when you encounter such terms. You will find various useless terms, such as “Crab Brain” and “Sexy Bod,” in the Database, so do try to gather them all. You will not be rewarded.



Obtain Database entries during the story.

Select Database from the Main Menu and then select the obtained entry.



View details.